

Fig. 1
Prior Art

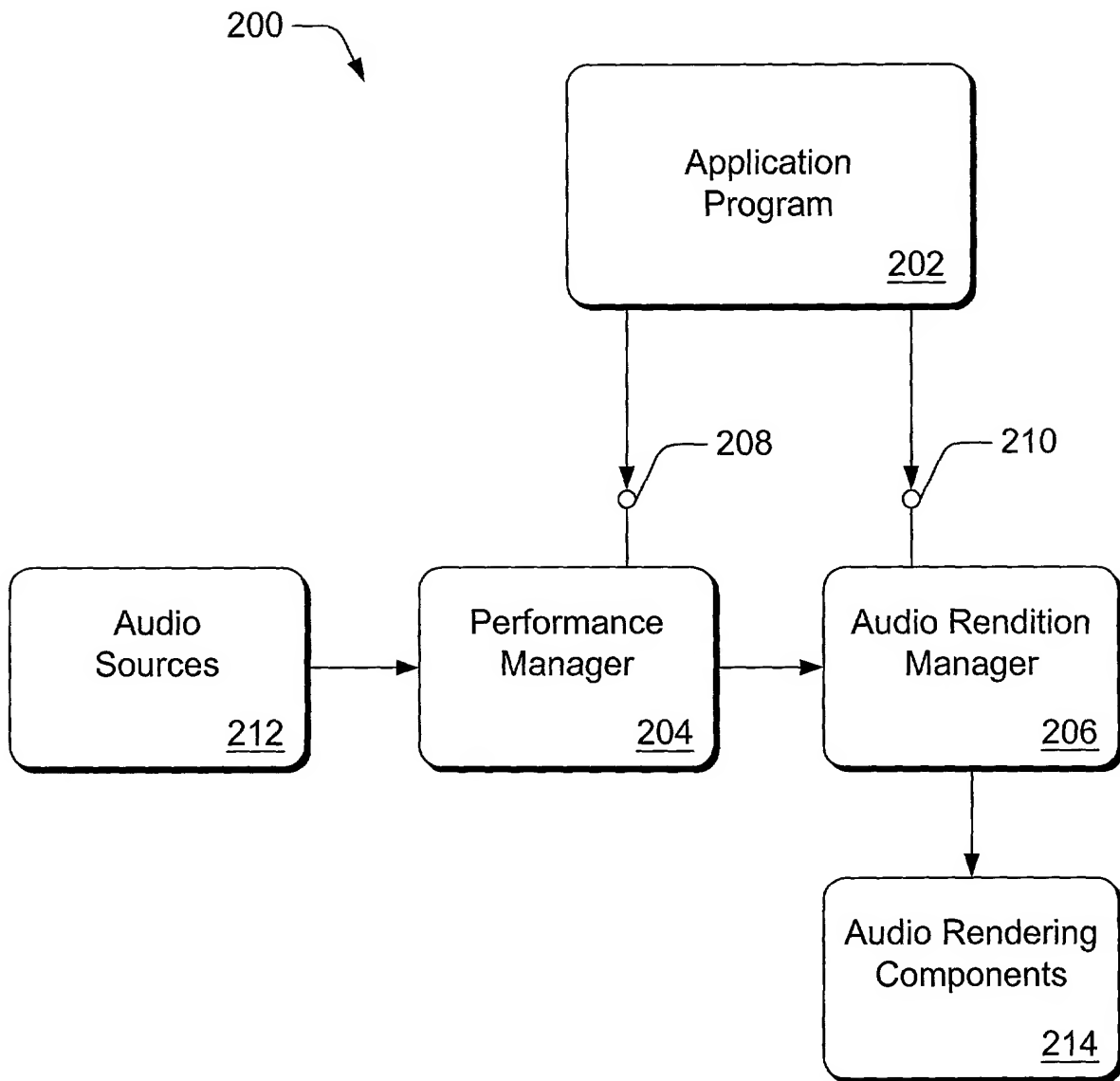


Fig. 2

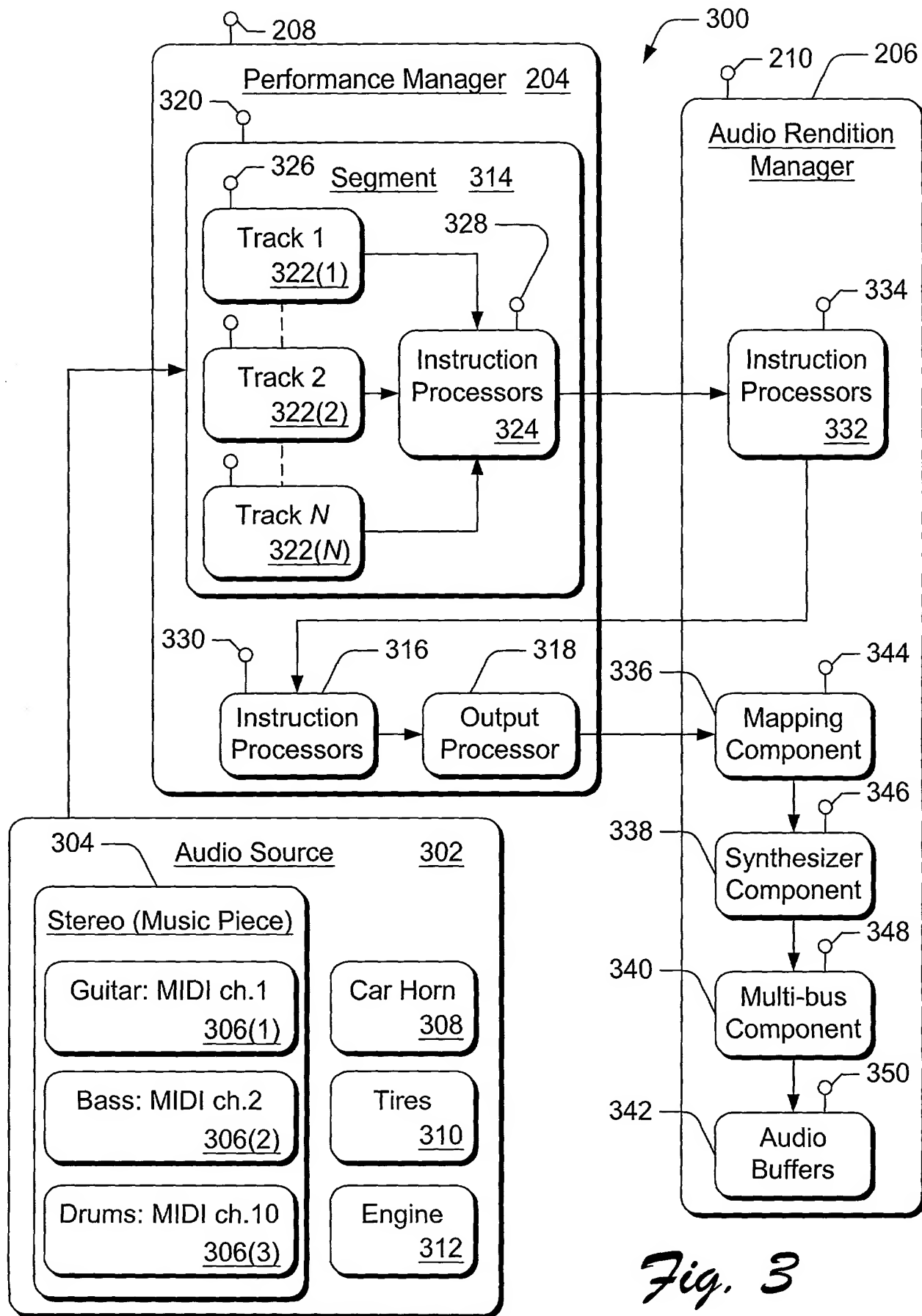


Fig. 3

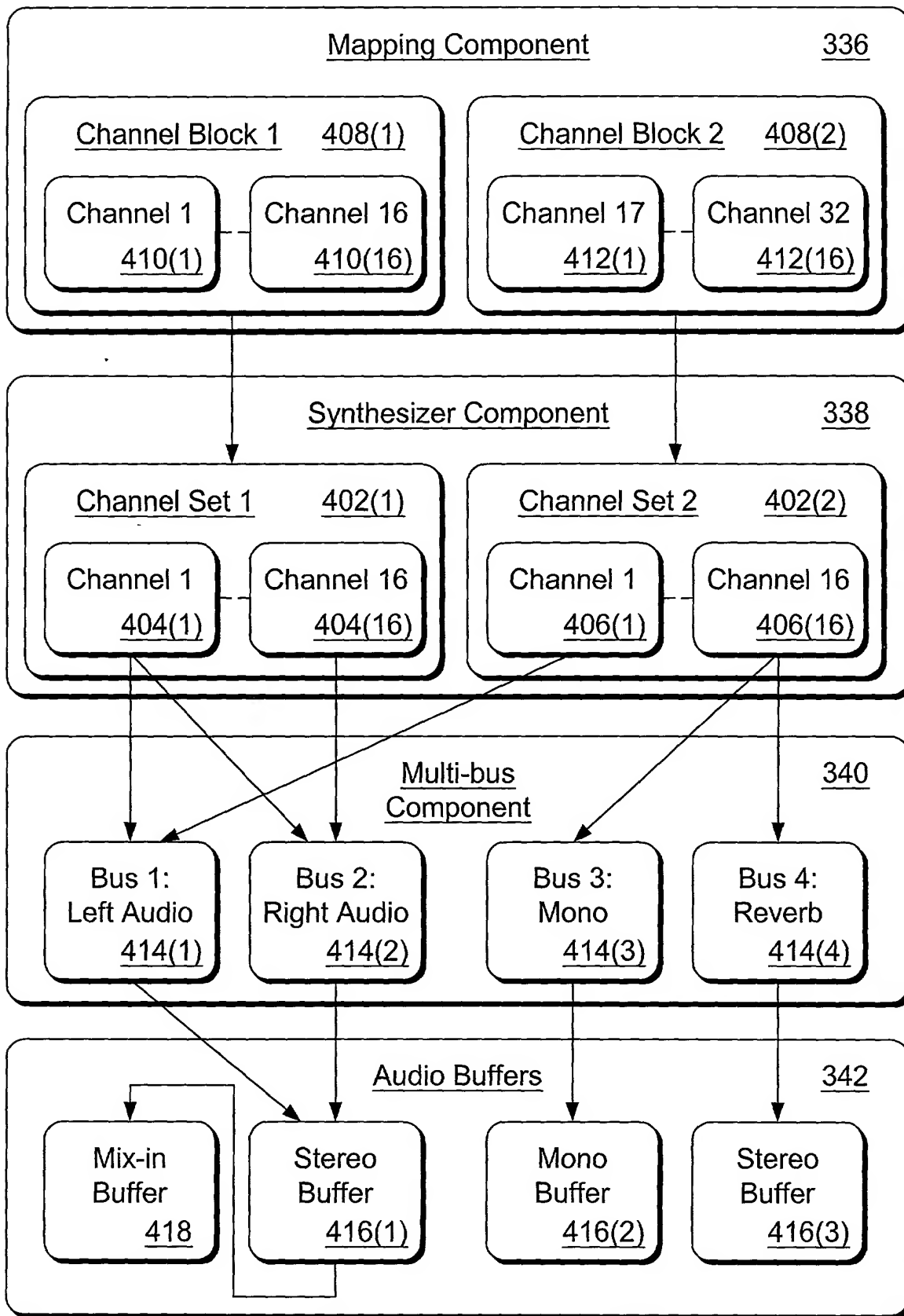


Fig. 4

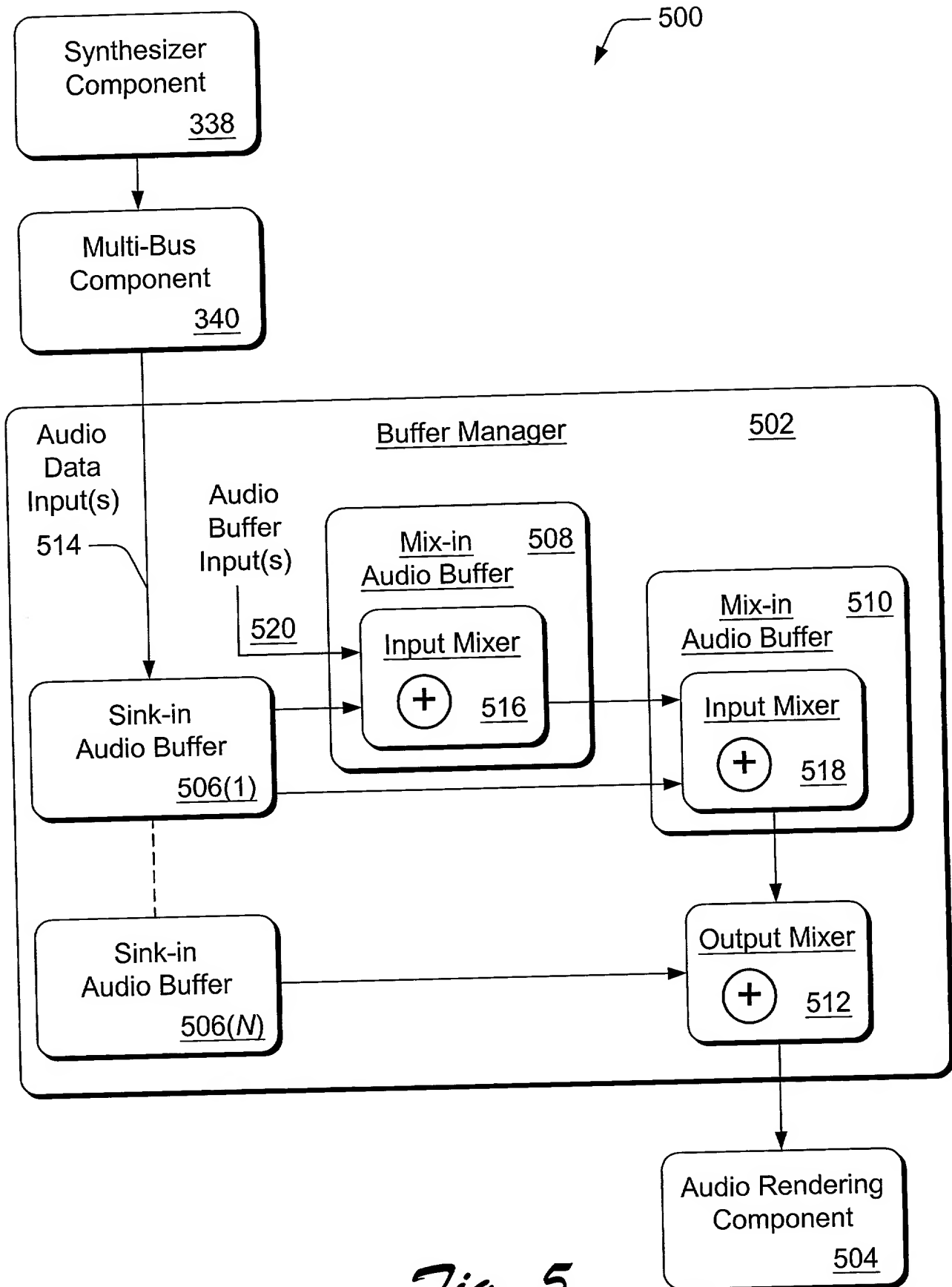


Fig. 5

FIG. 6 is a block diagram of an audio processing system 600. The system 600 includes a Sink-in Audio Buffer 602, a Mix-in Audio Buffer 608, and a Sink-in Audio Buffer 604. The Sink-in Audio Buffer 602 includes a series of effects: Effect 1 612(1), Effect 2 612(2), and Effect N 612(N). The Sink-in Audio Buffer 604 includes a Hardware block 618 with Effect 1 616(1), a Software block 620 with Effect 2 616(2), and Effect N 616(N) 622. Audio Data Input(s) are provided to the Sink-in Audio Buffer 602 and the Sink-in Audio Buffer 604. The Sink-in Audio Buffer 606 provides input to the Input Mixer 626. The Input Mixer 626 includes a summing junction (+) and receives input from the Sink-in Audio Buffer 602 and the Sink-in Audio Buffer 604. The output of the Input Mixer 626 is processed by Effect 624. The output of Effect 624 is provided to the Output Mixer 610, which includes a summing junction (+). The Sink-in Audio Buffer 602 also provides input to the Output Mixer 610. The output of the Output Mixer 610 is the final audio output.

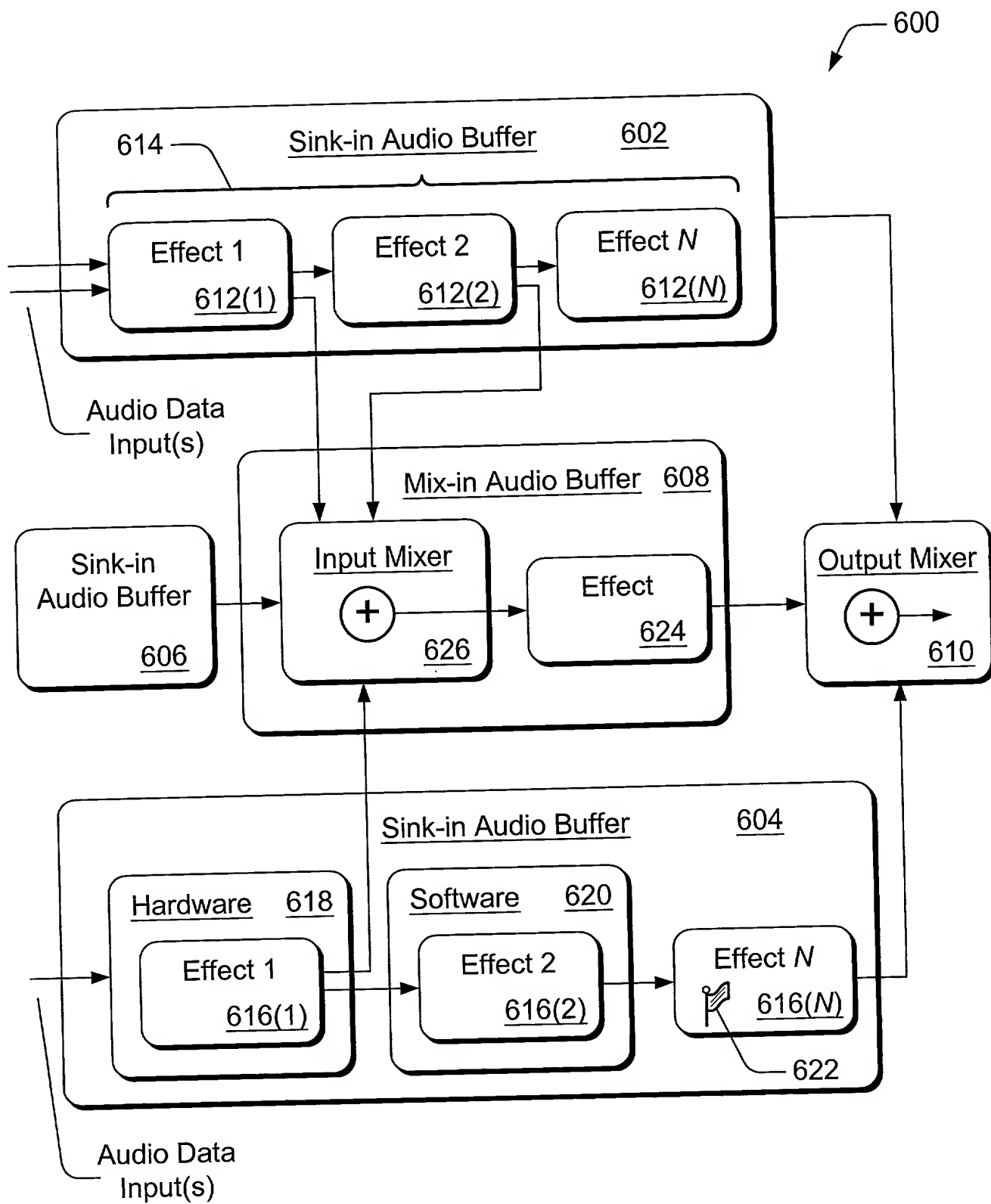


Fig. 6

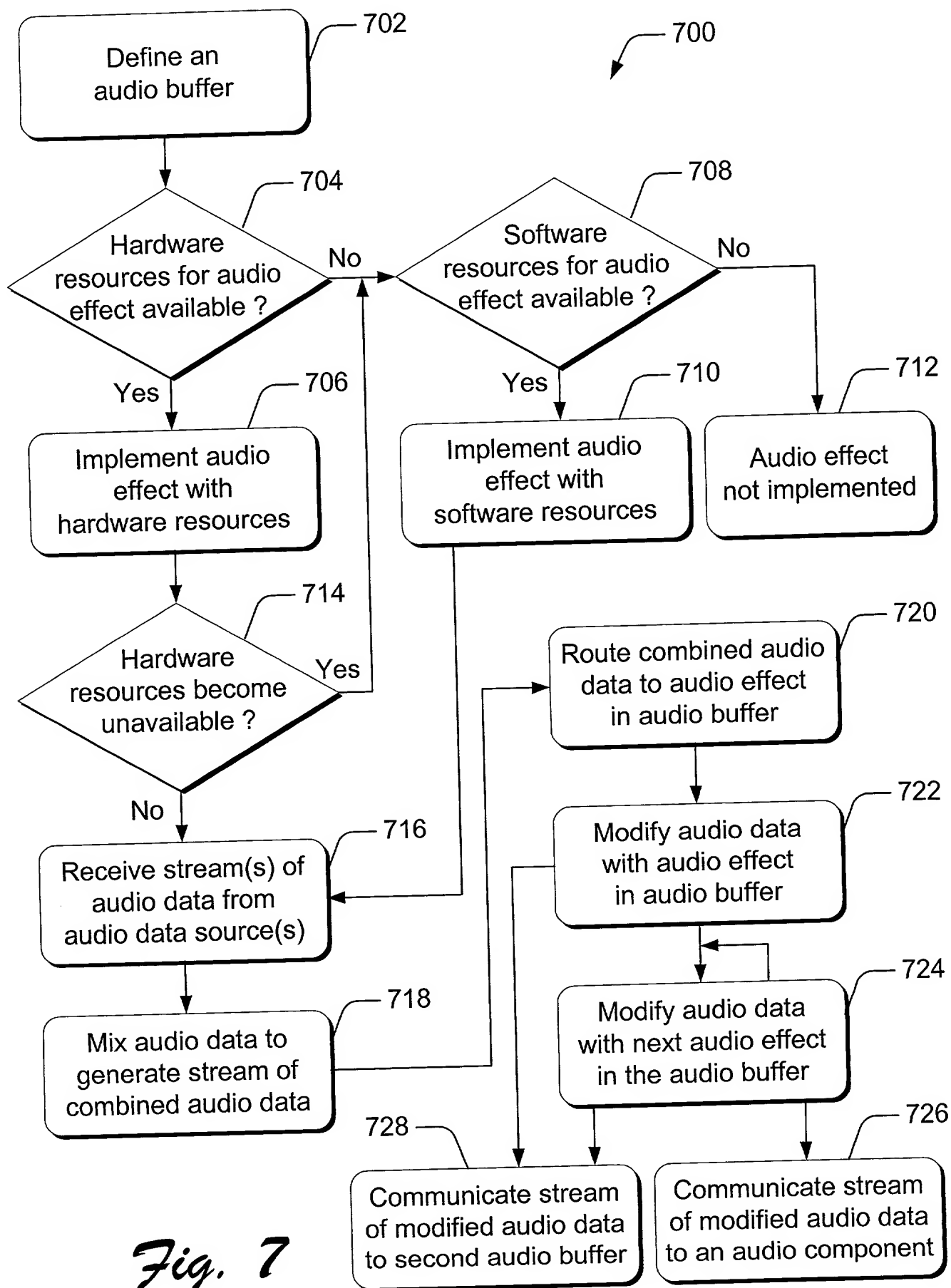


Fig. 7

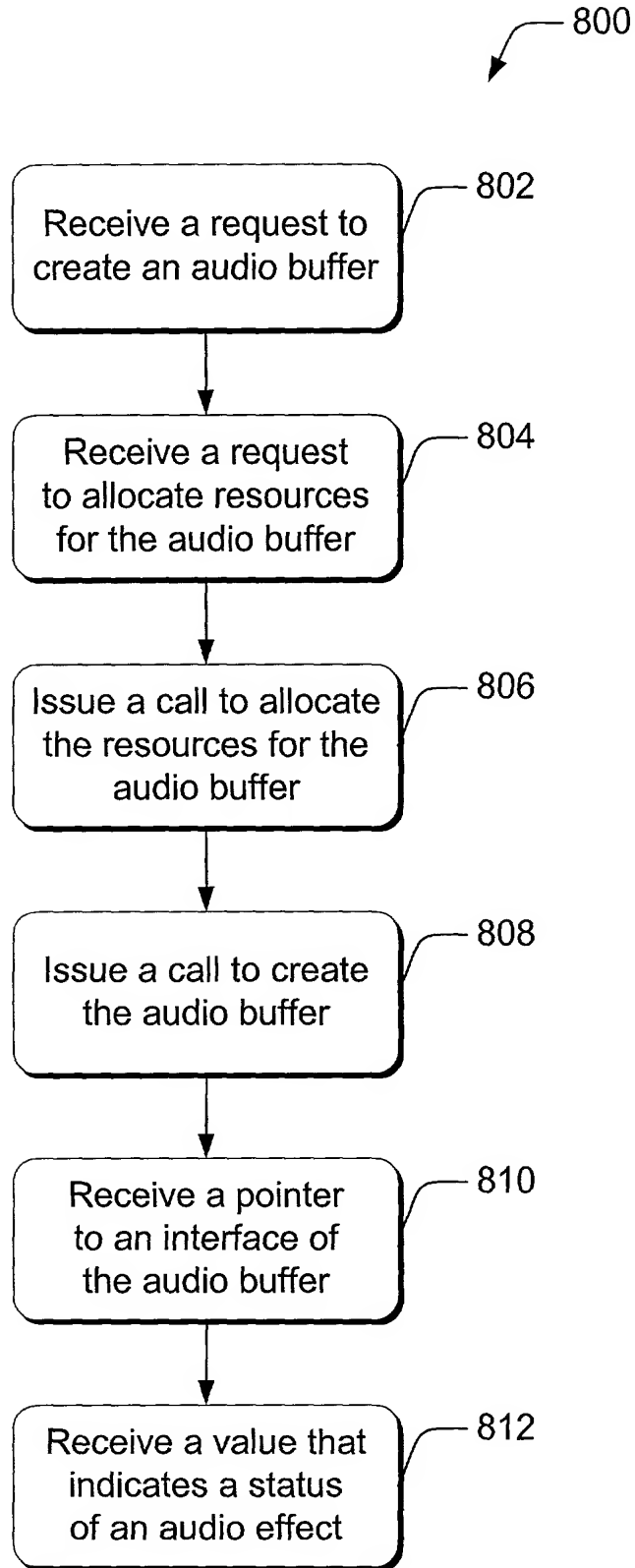


Fig. 8

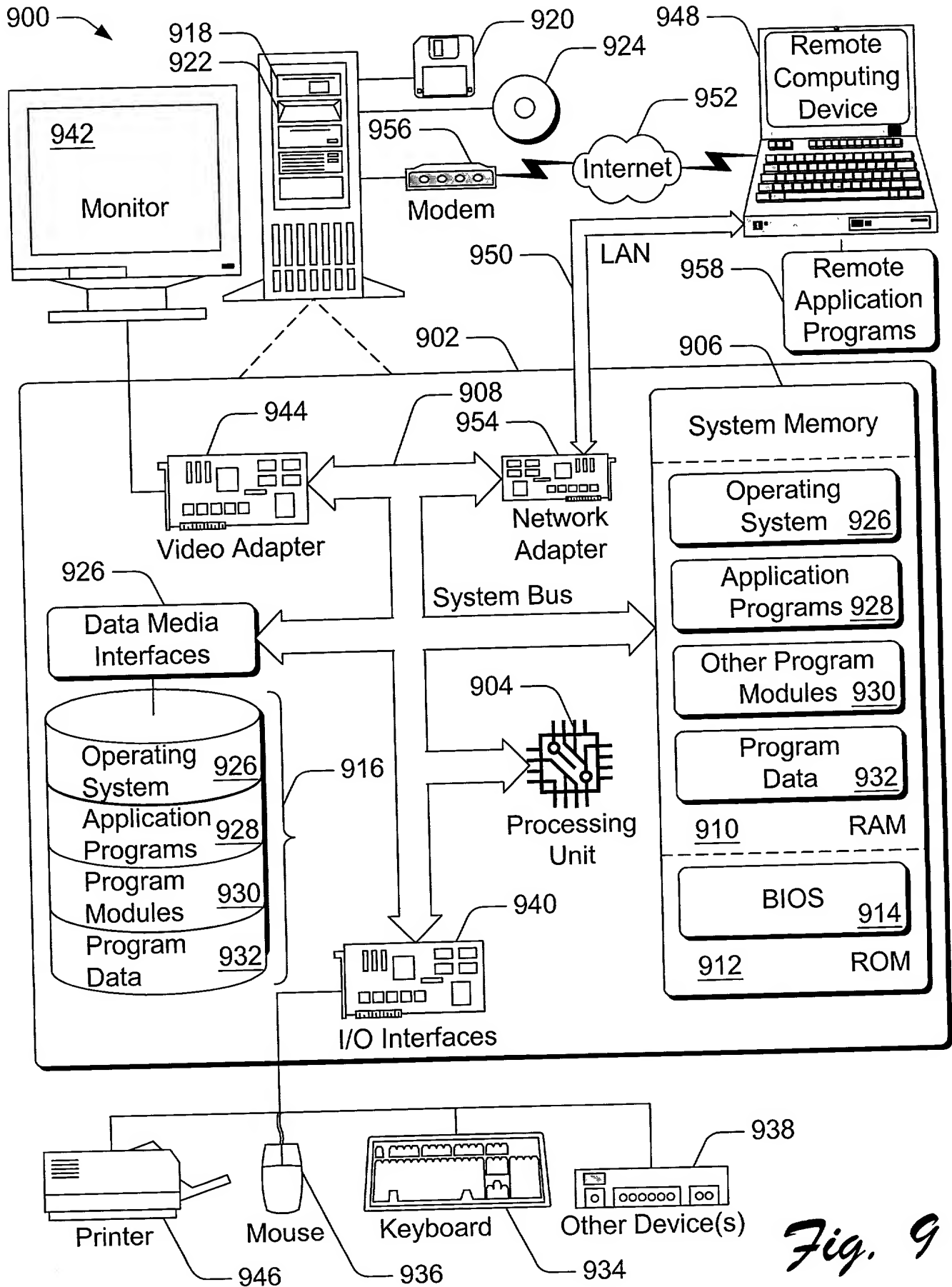


Fig. 9